

Streams-C

Sc2 C-to-FPGA Compiler

Maya Gokhale, Janette Frigo, Christine Ahrens, Marc Popkin-Paine

Los Alamos National Laboratory

Janice M. Stone

Stone Ergonaut



Report Documentation Page

Form Approved
OMB No. 0704-0188

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1. REPORT DATE 21 MAY 2003	2. REPORT TYPE N/A	3. DATES COVERED -		
4. TITLE AND SUBTITLE Streams-C, Sc2 C-to-FPGA Compiler		5a. CONTRACT NUMBER		
		5b. GRANT NUMBER		
		5c. PROGRAM ELEMENT NUMBER		
6. AUTHOR(S)		5d. PROJECT NUMBER		
		5e. TASK NUMBER		
		5f. WORK UNIT NUMBER		
7. PERFORMING ORGANIZATION NAME(S) AND ADDRESS(ES) Los Alamos National Lab		8. PERFORMING ORGANIZATION REPORT NUMBER		
9. SPONSORING/MONITORING AGENCY NAME(S) AND ADDRESS(ES)		10. SPONSOR/MONITOR'S ACRONYM(S)		
		11. SPONSOR/MONITOR'S REPORT NUMBER(S)		
12. DISTRIBUTION/AVAILABILITY STATEMENT Approved for public release, distribution unlimited				
13. SUPPLEMENTARY NOTES Also see ADM001473 , The original document contains color images.				
14. ABSTRACT				
15. SUBJECT TERMS				
16. SECURITY CLASSIFICATION OF:		17. LIMITATION OF ABSTRACT UU	18. NUMBER OF PAGES 12	19a. NAME OF RESPONSIBLE PERSON
a. REPORT unclassified	b. ABSTRACT unclassified			

Overview

■ Language

- C subset augmented with parallel communicating processes
- FIFO-based streams to communicate data between processes
- Signals and Parameters for coordination and flow control
- Process located on hardware (FPGA) or software (Linux PC)

■ Compiler

- Based on Stanford University Intermediate Format (SUIF) library
- Targets Linux PC based AMS Firebird board
- Easily re-targetable: board architecture described in a file
- Generates Register-Transfer-Level VHDL
- Source Code available at <http://rcc.lanl.gov>

■ Applications

- Signal and image processing
- Fixed point, use external memory and Block RAM



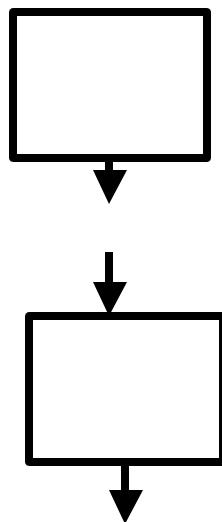
Sc2 Processes

- **Process body (the code it contains) is described in a process function**
 - `///PROCESS_FUN` directive describes a process function
 - Process function header describes streams, signals, and parameters that the process function uses
- **Each process is an independent unit**
 - `///PROCESS` directive describes the process
- **Processes execute concurrently**
 - `Sc_initiate` intrinsic is used to start a process
 - Any software process may initiate another software process or hardware process
- **Arrays of processes can be defined**



Example: Process Function directives

*Two process
functions
with input and
output streams*



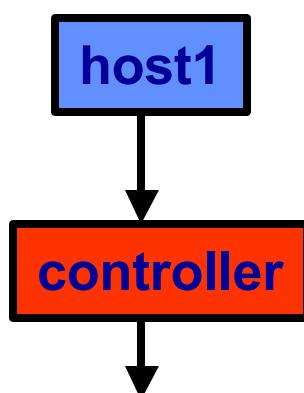
```
/// PROCESS_FUN host1_run
/// OUT_STREAM sc_uint32 output_stream
/// PROCESS_FUN_BODY
...
/// PROCESS_FUN_END

/// PROCESS_FUN controller_run
/// IN_STREAM sc_uint32 input_stream
/// OUT_STREAM sc_uint32 output_stream
/// PROCESS_FUN_BODY
...
/// PROCESS_FUN_END
```



Example: Process and Connect Directives

```
/// PROCESS controller PROCESS_FUN controller_run  
TYPE HP ON PE0
```



```
/// PROCESS host1 PROCESS_FUN host1_run  
/// CONNECT host1.output_stream controller.input_stream
```

*Connections can also be described graphically,
and /// directives are generated*



Streams and Signals

- Streams transmit data between processes
- Streams can be defined between software, hardware-software, and hardware processes
- Stream intrinsic functions are defined to
 - Read
 - Check for end of stream
 - Write
- Hardware streams are implemented as hardware FIFOs with user-defined FIFO depth in the Streams-C hardware library
- Software streams are managed by the thread-based Streams-C software runtime library
- Signals are used to synchronize processes and coordinate phases of processing
- Signal intrinsic functions are defined to
 - Post a signal, along with a single word of data
 - Wait for a signal and receive a single word of data
- Hardware and software signal implementation is similar to streams
- Parameters provide a mechanism for giving each newly initiated process a word of unique data.



Sc2 Code Example: Polyphase Filter

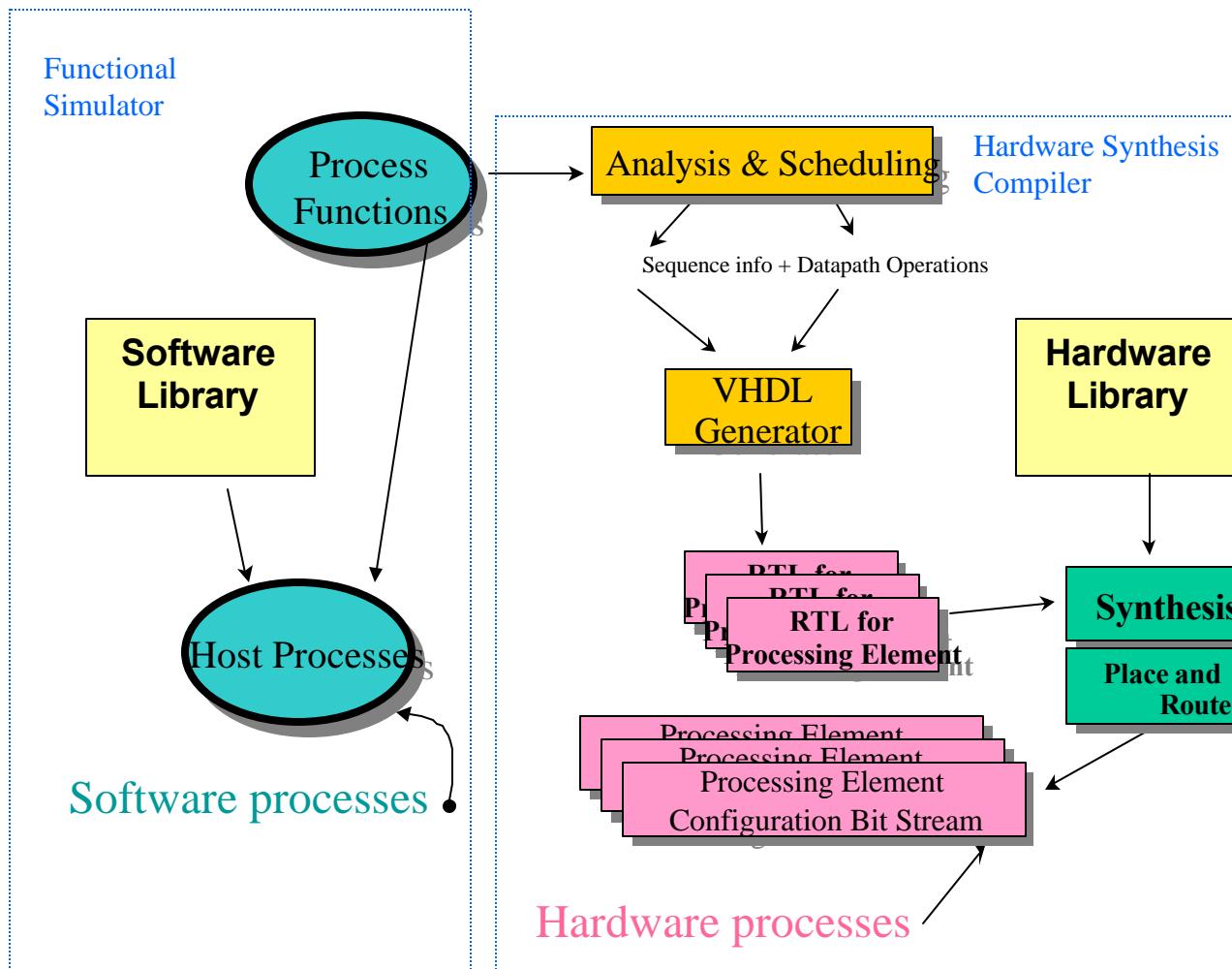
Loop is pipelined

```
while( !sc_stream_eos(input_stream) ) {  
    #pragma SC pipeline  
    for (i=0 ; i < 4; i++) { ← Loop is unrolled  
        #pragma SC unroll 4  
        s[i] = sc_bit_extract(data, 0, 8);  
        in1[i] = C1[i] * s[i];  
        in2[i] = C2[i] * s[i];  
        in3[i] = C3[i] * s[i];  
        in4[i] = C4[i] * s[i];  
        if (evenp) {  
            y1[i] = e1[i] + (sc_uint8)sc_bit_extract(in1[i],12,8);  
            e1[i] = e2[i] + (sc_uint8)sc_bit_extract(in2[i],12,8);  
            e2[i] = e3[i] + (sc_uint8)sc_bit_extract(in3[i],12,8);  
            e3[i] = sc_bit_extract(in4[i],12,8);  
            sc_bit_insert(data_o, 0, 8, y1[i]); }  
        else {  
            y2[i] = o1[i] + (sc_uint8)sc_bit_extract(in4[i],12,8);  
            o1[i] = o2[i] + (sc_uint8)sc_bit_extract(in3[i],12,8);  
            o2[i] = o3[i] + (sc_uint8)sc_bit_extract(in2[i],12,8);  
            o3[i] = sc_bit_extract(in1[i],12,8);  
            sc_bit_insert(data_o, 0, 8, y2[i]); } /* end for loop */  
        sc_stream_write(output_stream, data_o); /* filter output */  
        data = sc_stream_read(input_stream); }  
        evenp = !evenp; }
```

Access to memory arrays automatically scheduled



Compiler Structure



Synthesis Compiler Features

- **Uses the SUIF 1.3 library (suif.stanford.edu)**
- **Uses Tim Callahan's inline pass to inline function calls**
- **Optimizations include**
 - SUIF optimizations such as constant folding, common sub-expression elimination, dead code elimination
 - Loop pipelining of innermost loops
 - Loop unrolling (directive)
- **Compiler schedules sequential code, performs fine-grained parallelization**
- **Compiler reads board architecture from a file**
 - Easily retargetable
- **Compiler source is available at rcc.lanl.gov**



Board Definition File

Memory Type EXTERNAL64

Data size 64 bits

Read/Write Port

OUT MAR width 32 bits

BUFFER MDR width 64 bits

OUT R_EN width 1 bit

OUT W_EN width 1 bit

Identify MAR_name MAR

Identify MDR_name MDR

Identify Read_enable_name R_EN

Identify Write_enable_name W_EN

Load latency 7 MAR, MDR, MDR, MDR, MDR, MDR, MDR, MDR

Store latency 1 (MAR, MDR)

Memcpy latency 8 MAR, MDR, MDR, MDR, MDR, MDR, MDR, (MAR, MDR)

Architecture Firebird

Board Virtex2000

Processor PE0

4 EXTERNAL64 memory mem_size 1000000 memory-number 0

controller Mem641

generics (schedule = priority, LADbase=0x1000, LADinc=0x200,

mem_component=EXTERNAL)



Applications

- **Poly phase filter bank of four**
 - Ppf_a: 32-bit stream input data, external memory for coefficients
 - Ppf_ab: 32-bit stream input data, block ram for coefficients
 - Ppf1: 64-bit external memory input data, registers for coefficients
 - Ppf: 32-bit stream input data, registers for coefficients
- **K-Means Clustering**
 - Unsupervised clustering of multi-spectral data
 - 32-bit stream input data, block ram for centers
- **Fast Folding**
 - Modified butterfly FFT
- **Performance evaluation in progress – automatically generated hardware ppf1 faster than GHz Pentium**
- **Applications source code available on web site**



Summary

- Streams-C compiler - synthesizes hardware circuits that run on reconfigurable hardware from parallel C programs
- C-to-hardware tool with parallel programming model and efficient hardware libraries
- Functional Simulator runs on host workstation
- 5 - 10x faster development time over hand-coded
- Performance comparable to GHz Pentium
- Open Source – we welcome collaborations

